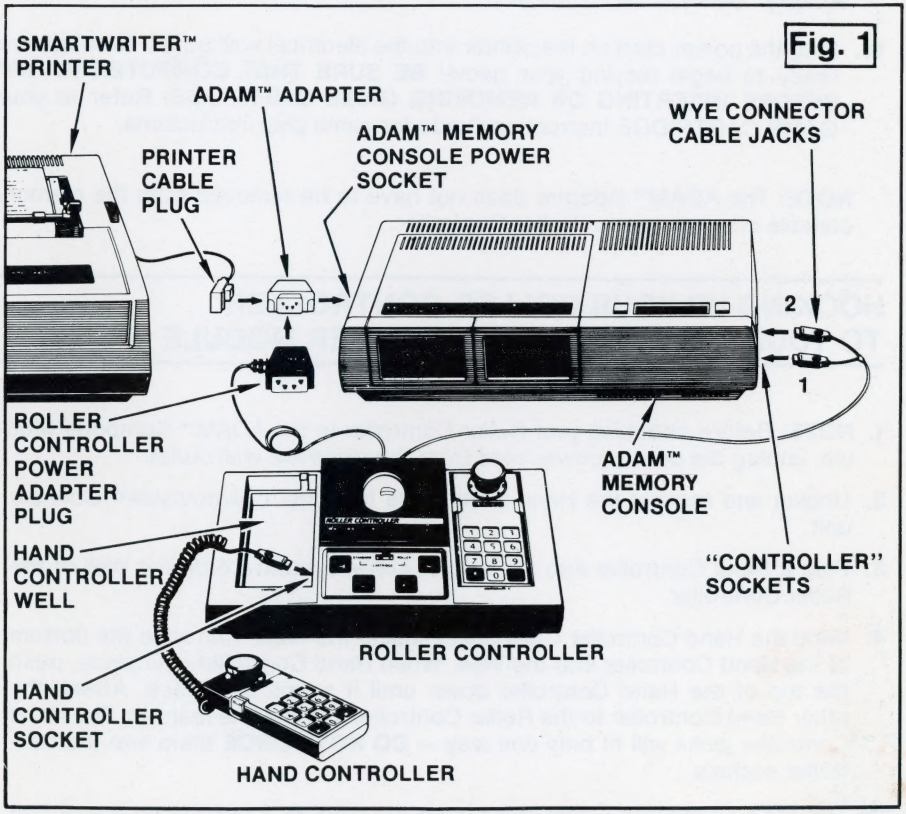
MODEL NO. 2492 Supplement No. 14310

SUPPLEMENT INSTRUCTIONS FOR ROLLER CONTROLLER

HOOKING UP YOUR ROLLER CONTROLLER TO YOUR ADAM™ FAMILY COMPUTER SYSTEM (Fig. 1)

1. **NOTE:** Before attaching your Roller Controller to the ADAM™ Computer System, unplug the printer power cord from the electrical wall outlet.
2. Unplug and remove the Hand Controllers from the memory console.
3. Plug a Hand Controller into the socket inside the Hand Controller Well of the Roller Controller. (continued on following page)



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4. Wind the Hand Controller Cord neatly inside the Well, then slide the bottom of the Hand Controller into the Well. When Hand Controller is in place, push the top of the Hand Controller down until it snaps into place. Attach the other Hand Controller to the Roller Controller in the same manner. The Hand Controller jacks will fit only one way — **DO NOT FORCE** them into the controller sockets.

5. The WYE Connector Cable jacks have the number 1 molded on top of one jack and the number 2 molded on top of the other jack. Plug the jacks into the corresponding "CONTROLLER" Sockets on the memory console, as shown in illustration. Be sure the numbers are facing up when you are plugging in jacks.

6. Remove the Printer Cable Plug from the memory console "POWER" Socket.

7. Then insert the ADAM™ Adapter into the memory console "POWER" Socket.

8. Now insert the Printer Cable Plug into the ADAM™ Adapter marked "POWER".

9. Insert the Power Adapter Plug from the Roller Controller unit into the ADAM™ Adapter marked "ACCESSORY."

10. Plug the power cord on the printer into the electrical wall outlet. Now you are ready to begin playing your game! **BE SURE THAT COMPUTER IS OFF BEFORE INSERTING OR REMOVING GAME CARTRIDGE.** Refer to your GAME CARTRIDGE Instruction Guide for game play instructions.

NOTE: The ADAM™ Adapter does not have to be removed from the memory console after using your Roller Controller.

HOOKING UP YOUR ROLLER CONTROLLER TO YOUR ADAM™ FAMILY COMPUTER MODULE (Fig. 2)

1. **NOTE:** Before attaching your Roller Controller to the ADAM™ Computer Module, unplug the printer power cord from the electrical wall outlet.

2. Unplug and remove the Hand Controllers from the ColecoVision® Console unit.

3. Plug a Hand Controller into the socket inside a Hand Controller Well of the Roller Controller.

4. Wind the Hand Controller Cord neatly inside the Well, then slide the bottom of the Hand Controller into the Well. When Hand Controller is in place, push the top of the Hand Controller down until it snaps into place. Attach the other Hand Controller to the Roller Controller in the same manner. The Hand Controller jacks will fit only one way — **DO NOT FORCE** them into the controller sockets.

5. The WYE Connector Cable jacks have the number 1 molded on top of one jack and the number 2 molded on top of the other jack. Plug jack #1 into the rear socket, then plug jack #2 into the front socket inside the Hand Con-

troller storage compartments of your ColecoVision® Console unit as shown in illustration. Be sure the numbers are facing up when you are plugging in the jacks.

6. Remove the Printer Cable Plug from the memory console "POWER" Socket.
7. Then insert the ADAM™ Adapter into the memory console "POWER" Socket.
8. Now insert the Printer Cable Plug into the ADAM™ Adapter marked "POWER".
9. Insert the Power Adapter Plug from the Roller Controller unit into the ADAM™ Adapter marked "ACCESSORY."
10. Plug the power cord on the printer into the electrical wall outlet. Now you are ready to begin playing your game! **BE SURE THAT THE COLECOVISION® UNIT IS OFF BEFORE INSERTING OR REMOVING CARTRIDGE.** Refer to your GAME CARTRIDGE Instruction Guide for game play instructions.

NOTE: The ADAM™ Adapter does not have to be removed from the ADAM™ Computer Module after using your Roller Controller.

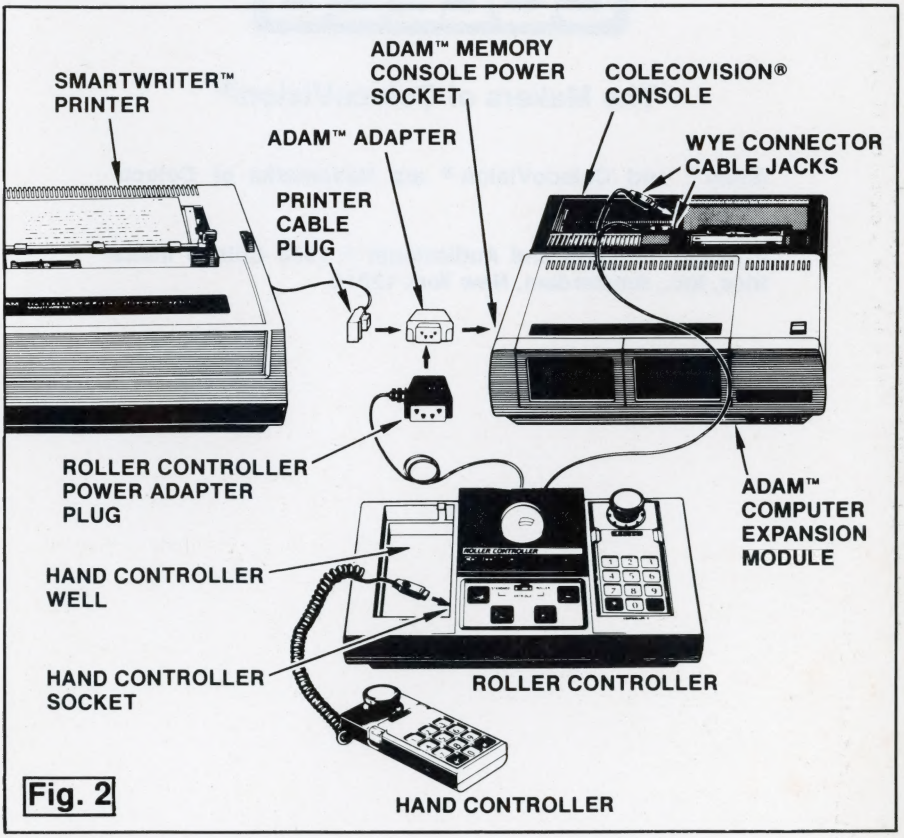

Fig. 2

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